REMARKS

This Response is submitted in reply to the Office Action of April 16, 2007. Claims 1, 17, 30, and 42 have been amended. No new matter has been introduced by these amendments.

A Request for Continued Examination and a Petition for a one-month extension of time are submitted herewith. Please charge deposit account number 02-1818 to cover the cost of the RCE, the one-month extension of time, and any other fees due in connection with this Response.

Page 2 of the Office Action objects to the title for not clearly indicating the invention to which the claims are directed. Applicants respectfully disagree with this objection. In one embodiment, the gaming device of the present application includes a rotatable display. When the rotatable display stops rotating, it indicates a number or value which corresponds to a number of indicators for each award column. For example, as seen in Fig. 5A, the value "+3" on the rotatable display 102 is associated with award column 104a. The number of indicators corresponding to the number or value generated by the rotatable display is accumulated in each award column. A number is merely a type of symbol. Accordingly, the title "Gaming Device Having A Multiple Accumulated Symbols Game" is appropriate for the present application.

The Office Action rejected Claims 1 to 56 under 35 U.S.C. § 103(a) as being unpatentable over GB 2353128A to Claypole ("Claypole") in view of U.S. 2003/0036418A1 to Seelig ("Seelig"). Applicants respectfully disagree with this rejection. Additionally, Applicants have amended certain of the claims for clarity.

Claypole discloses a gaming device which includes three reels, each of the reels having a plurality of symbols. The reels are associated with three paylines. Some of the symbols on the reels are associated with one or more points which move a player along three separate trails. Each payline contributes points to a respective one of the trails. The reels spin upon a wager by a player and display symbols along the paylines. If a winning combination of symbols is displayed on any of the paylines, the gaming device awards the player a prize

associated with the combination of symbols indicated on the payline. In addition, the gaming device enables the player to contribute any points associated with the symbols displayed on a payline to its respective trail. Claypole further includes a nudge feature. The nudge feature enables the player to move symbols from one payline to another payline. For example, a player may choose to contribute points to advance up a first trail instead of a second trail in order to get to a specific prize on the first trail. In this manner, the player controls advancement along each of the trails by tactically choosing to nudge symbols into different contributing positions.

In one embodiment of Claypole, a player has the opportunity to play a top game which involves moving around a track. The track includes a plurality of positions, each of the positions associated with an outcome. The player presses a "gamble" button to move around the track. Each time the player presses the gamble button in the top game, different possible outcomes include: (1) positive outcomes, which cause the player to win points for further advancement along one or more of the trails; (2) bonus outcomes, which enable the player to play a bonus game; and (3) negative or lose outcomes, which cause the player to lose all of the points that have been accumulated along one or more of the trails. For example, if the player presses the gamble button and lands on a track position labeled with word "lose," the player loses all of the points that have been accumulated along each of the trails. A player can decide at any time to stop gambling (i.e., moving around the track). Upon pressing a "collect" button, the gaming provides any accumulated awards to the player. That is, the player does not need to achieve the top most position on a trail for the gaming device to provide the player with awards associated with that trail.

Seelig discloses a gaming device which includes a primary game and a bonus game. If a bonus qualifying event occurs in the play of the primary game, the player can choose: (1) to play the bonus game for a prize of an unknown value, or (2) not to play the bonus game and receive a prize of an known value. In one embodiment, when the bonus qualifying event has occurred in the play of the primary game, the gaming device compares the player's wager to a pre-

determined amount. In this embodiment, if the bonus qualifying event occurs and the wagered amount is equal to the pre-determined amount, the gaming device enables the player to choose to play the bonus game a first number of times. If the wagered amount is greater than the predetermined amount, the player can play the bonus game a second number of times (See Page 4, Paragraphs 66 to 67).

Unlike the gaming device of amended independent Claim 1, Claypole and Seelig, either alone or in combination, do not disclose a processor programmed, when all of the indicators have been accumulated in at least one of the award groups, to: (i) provide to the player the awards associated with any award groups in which all of the indicators have been accumulated, and (ii) randomly determine whether to end the game.

Page 5 of the Office Action admits that Claypole does not disclose randomly determining whether to end the game. The Office Action states that it would have been obvious to modify Claypole to include randomly determining when to end the game or when to provide an award. The Office Action provides no justification or reasoning for such an alteration of Claypole.

In an argument which seems to contradict the Office Action's position that randomly determining when to end the game would be an obvious modification of Claypole, the Office Action later states that the top game of Claypole *does* include a random determination of when to end the game (see Page 7 of the Office Action). When the player enters the top game of Claypole, the player begins to move around a track to obtain points for moving along the trails. The player presses a gamble button, which causes the movement around the track. Each time the player presses the gamble button, the outcome is a positive outcome or a negative outcome. A negative outcome represents losing points in one, more or all of the trails. For example, the player can obtain the "lose" outcome which causes the player to lose his position in each of the trails. The Office Action equates this scenario to a random determination of when to end the game.

Even assuming that Claypole includes randomly determining when to cause a player to lose his position on the trails, Claypole does not teach that such a random determination occurs when all of the indicators have been accumulated in at least one of the award groups. That is, in the Claypole game, there is no association between the accumulation of all the positions in at least one of the trails and the random determination of whether to end the game.

Moreover, Claypole does not disclose a processor programmed, when all of the indicators have been accumulated in at least one of the award groups, to provide to the player the awards associated with the award groups in which all of the indicators have been accumulated. As discussed above, a player in Claypole can choose to collect any awards that he has accumulated along the trail at any time during the game. In Claypole, a player can obtain an award associated with a trail without accumulating all of the indicators in that trail. For example, the player could be at the 8£ position on the red trail, and on the 3£ position of the yellow trail at the moment that the player decides to press the collect button. The squares on the yellow trail include numbers or "knock outs" which are used to advance the player even further up the red trail upon a cash out. In the above example, although the player only advanced up to the 8£ square on the red trail, the player's three knock-out points from the yellow trail will bump the player up to the 12£ award upon cash-out. Thus, the Claypole gaming device provides awards regardless of whether players reach the top of any of the trails (i.e., accumulate all of the positions in any of the trails).

The Seelig reference does nothing to cure the deficiencies in Claypole. As indicated on Page 6 of the Office Action, the Seelig game determines when to offer a player a choice between a prize or a bonus game based on the player's wager and a predetermined value. Nowhere in the specification does Seelig disclose randomly determining when to end the game or when to provide an award. Thus, Claypole and Seelig, either alone or in combination, do not include a processor programmed, when all of the indicators have been accumulated in at least one of the award groups, to: (i) provide to the player the awards associated

with any award groups in which all of the indicators have been accumulated, and (ii) randomly determine whether to end the game.

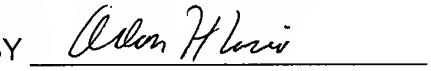
Accordingly, for at least the reasons discussed above, Applicants respectfully submit that amended independent Claim 1 and the claims depending therefrom are each patentably distinguished over the combination of Claypole and Seelig.

Amended independent Claims 17, 30, and 43 each include certain similar elements to amended independent Claim 1. For reasons similar to those given above with respect to amended independent Claim 1, Applicants respectfully submit that amended independent Claims 17, 30, and 43 and the claims depending therefrom are each patentably distinguished over the combination of Claypole and Seelig.

An earnest endeavor has been made to place this application in condition for formal allowance and in the absence of more pertinent art such act is courteously solicited. If the Examiner has any questions regarding this response, Applicants respectfully request that the Examiner contact the undersigned attorney.

Respectfully submitted,

BELL, BOYD & LLOYD LLP

BY 

Adam H. Masia
Reg. No. 35,602
Customer No. 29159

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